PlayStation

NTSC U/C

PlayStation®

Tom Clancy's RAINBOW SIX

EXPLOSIVE
ACTION
REAL-LIFE
STRATEGY

TEEN
T™
CONTENT RATED BY ESRB

SLUS-00947
7881390

REBELLION

Red Storm ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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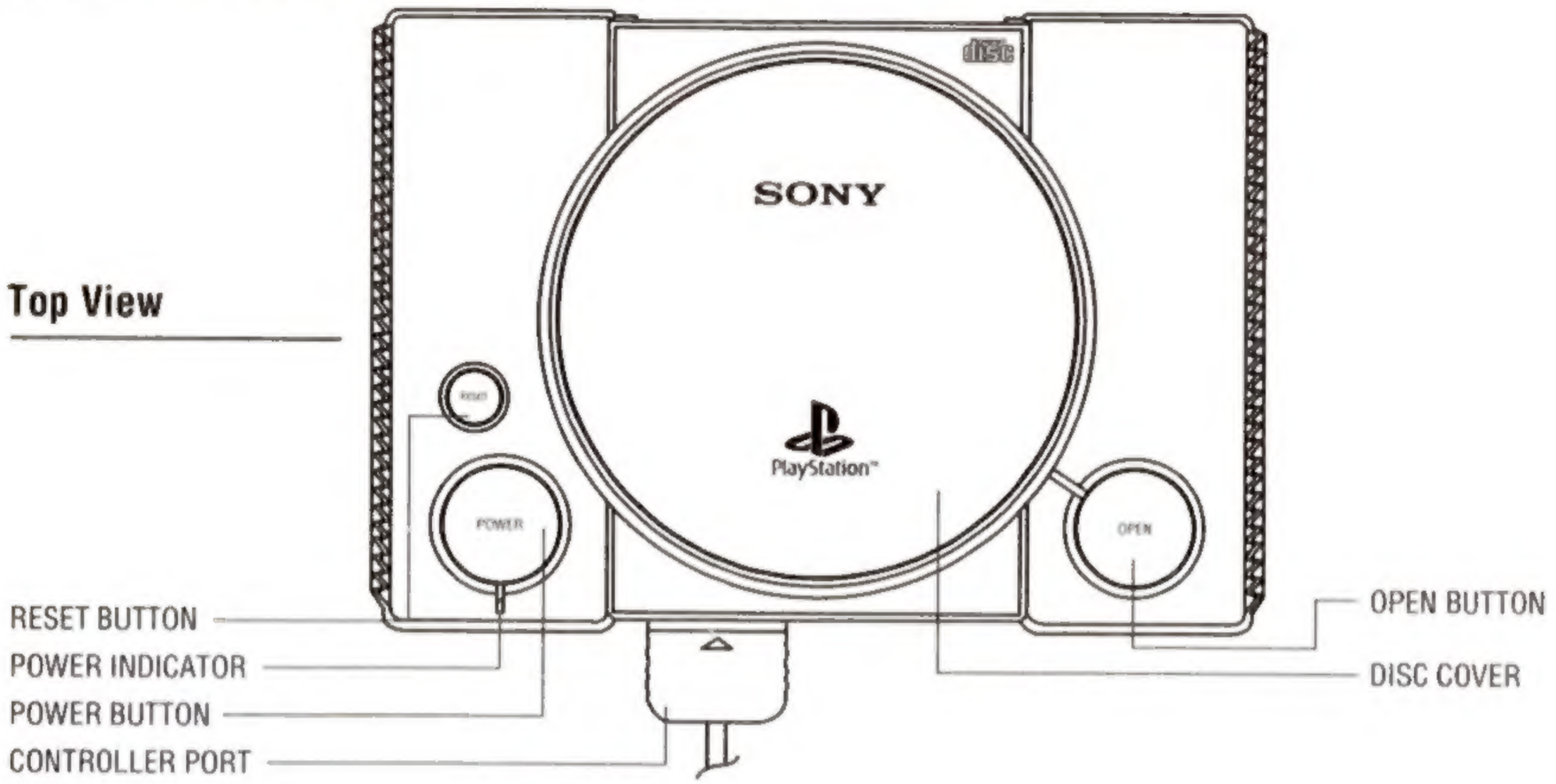
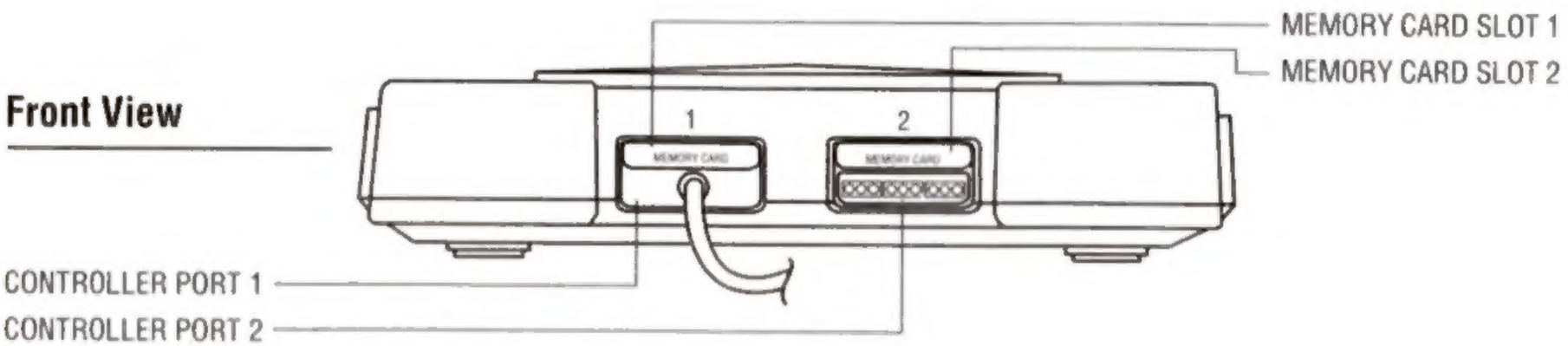
SETUP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Rainbow Six disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Top View



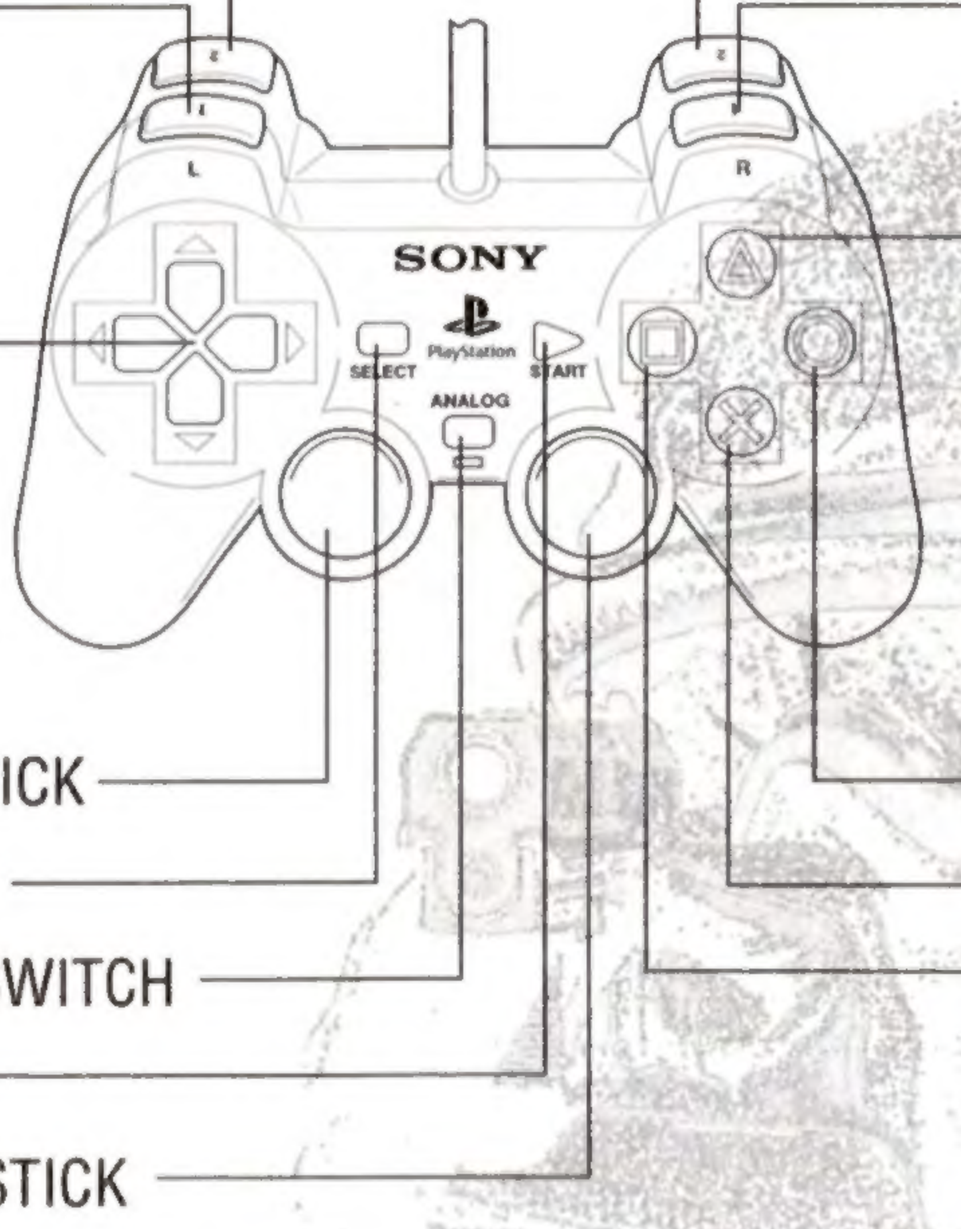
Front View



Memory Cards

You will need a Memory Card to save your games. Each campaign requires one block of memory. Make sure there is at least one free block on the Memory Card before beginning a game. You are not able to swap memory cards during play and you must leave the Memory Card in the Memory Card slot for the duration of the play. You must insert the Memory Card in the first slot of the Sony Multi Tap if you are using one.

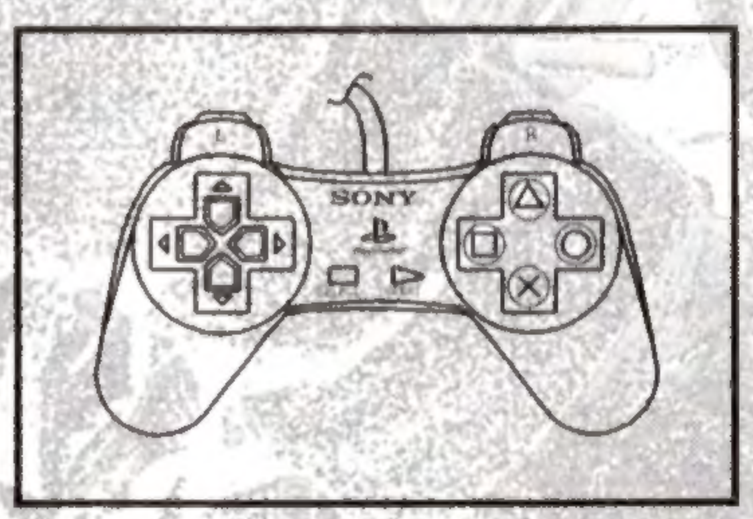
DUAL SHOCK™ analog controller



L2 BUTTON
L1 BUTTON
DIRECTIONAL BUTTONS
LEFT ANALOG STICK
SELECT BUTTON
ANALOG MODE SWITCH
START BUTTON
RIGHT ANALOG STICK
R2 BUTTON
R1 BUTTON
△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON

NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Digital mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



TERRORISM: CIVILIANS UNDER ATTACK

Terrorism has become the new threat to national security. However, it has existed for thousands of years. It is basically the use of unconventional warfare by a minority faction to coerce others to accept their social, religious or political beliefs through the use of violence. Such acts can include kidnapping and holding hostages, assassination, bombings and other attacks on the population. While terrorists may be supported by rogue nations, they are not legal soldiers according to the international laws which provide the rules of war.

In the past decade, terrorism has spread around the world. Most countries have established counter-terrorism units to combat this threat. The British Special Air Service (SAS) and the US Navy SEAL Team Six are perhaps the best known.

Rainbow Six is a game developed in honor of the brave men and women who guard the back doors of governments around the world. Although this is a work of fiction and there is no international counterterrorist team such as RAINBOW, many of the special units cross train and cooperate in missions against terrorists. Maybe someday an organization like RAINBOW will exist.

OVERVIEW

Rainbow Six is unlike any other game for the PlayStation®. You are the commander of a counter-terrorist team made up of operatives from around the world. Your team will be called on to perform a number of covert operations from hostage rescue to intelligence gathering.

Each mission can be broken down into two main parts: Planning and Execution. Much of your time will be spent planning the mission. This consists of first reviewing the objectives of the mission and selecting a team from a roster of operatives. You can also equip your team with the appropriate weapons and equipment, then take a look at the mission area and decide where you want each team member to begin.

After the planning is complete, you lead your team into the mission, taking control of each operative in turn, one at a time. Rainbow Six is very realistic. Just as in real life, a single hit will often incapacitate if not kill. The mission ends when you have completed all your objectives or all of your operatives are out of action. If you fail to complete a mission, you will get to try it again until you get it right with no penalty. You must successfully complete each mission in order to advance to the next. It's possible to complete a mission despite losing some of your team members. However, if you continue on instead of replaying the mission, these operatives will not be available to you for future missions.

GETTING STARTED

Main Menu

From the Main Menu screen, you have six options.

New Campaign: This option starts a new series of linked missions. You must complete all of the objectives for each mission in order to advance to the next.

Continue Campaign: If you ever return to the main menu during a campaign, which is in play, you can return to the campaign by selecting this option.

Options: This takes you to the Options Screen.

Load Campaign: This option allows you to load a campaign saved on a Memory Card.

Save Campaign: This allows you to save the current campaign to a Memory Card.

Training Level: This takes you to the training level where you can practice controlling an operative in preparation for the campaign.

Game Options

From the Options Screen, you can configure the game to your liking. There are four options from which to choose:

Controller Setup: This allows you to choose from different controller configurations. In addition, you can also toggle Auto Aim On or Off.

Adjust TV Screen Position: This allows you to adjust the screen using the Directional Buttons or Left Stick.

Vibration: This toggles Vibration On or Off for those controller supporting the vibration feature.

Back to Main: This returns you to the Main Menu.

Training Level

The Training Level is where you can practice controlling an operative in a non-threatening environment. It is a good idea to spend some time training here before beginning an operational campaign. Even while you have begun going through the missions, check back to the Training Level to brush up on some of your skills.

When you first begin the Training Level, you start out in a small room with 3 different exit routes. The center door leads to the Assault Course. The right door leads to the Shooting Range and the left route leads to the Training Mission, where you'll need to swap to another operative.

The Assault Course is where you practice moving your operative. During the campaign, it is vital for you to be able to move forward, backward and sideways while keeping your weapon aimed at a target. As a part of the course, you must walk across a ditch on planks, jump, crouch, climb and run. The Assault Course is timed. At the end, you will be given your time and informed if you have set a new record or not.

The Shooting Range is where you can practice using your weapons. There are two different ranges. In each, targets pop up for a few seconds and then lower. Try to hit as many as possible. To start the targets, walk over to the adjacent post and press Operate to throw the switch. At the far end of the Shooting Range is the armory. Here you can change your primary and secondary weapons. Aim at the weapon you wish to use, then press the **L1** + **O** **button**. Try using each of the different weapons and notice their differences. When you select a new weapon, you also receive a full load of ammunition.

GETTING STARTED

The Training Mission lets you practice in an operational setting. Inside the kill house, you must locate and disarm a bomb and then rescue a hostage and escort him out of the building. Pay attention to the text boxes as they will instruct you what to do. Press **SELECT** to bring up the map screen and from there you can switch to another operative. The Training Mission is timed. As soon as the bomb is disarmed and the hostage walks out the door, the timer is stopped. You will then be given the time and informed if you set a new record.

Good performance in the Training Level will calibrate the unnamed rookie attributes to higher settings in the main game.

Campaign Game

If you select New Campaign, you will be asked to select a difficulty level. In Easy level, you need only complete the Primary Mission Objective and the terrorists are less numerous and alert. In Medium and Hard levels, you must complete both Primary and Secondary Objectives. There are usually more terrorists in these levels and they are more alert and deadly. If you chose Continue Campaign or Load Campaign, or after selecting a difficulty level, you will be taken to the Briefing Screen for the current mission. There are five screens from which you set up your mission before entering the action phase.

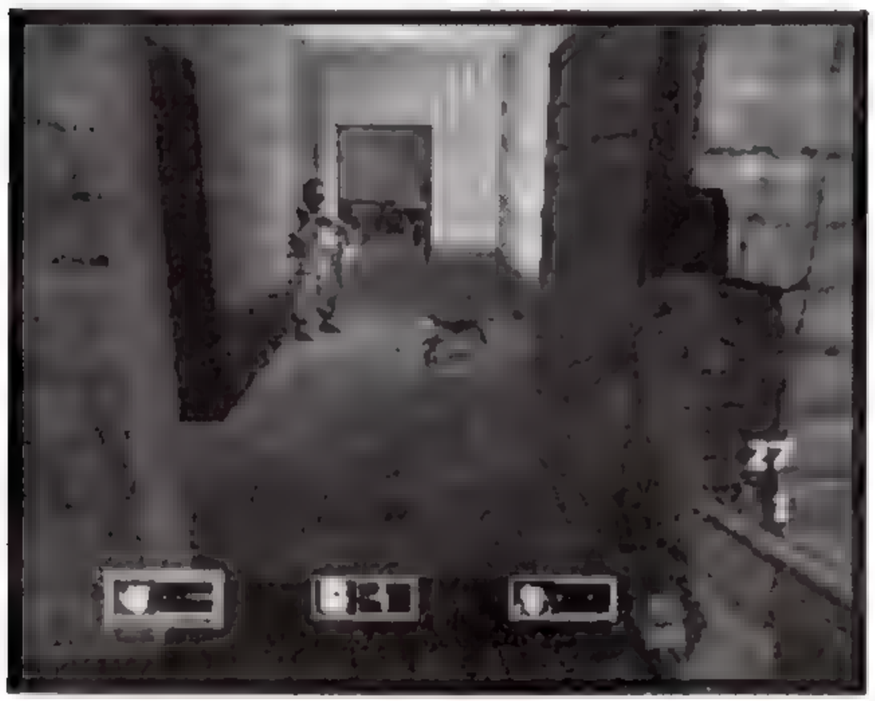
Briefing: This screen provides information on the current mission including the objectives, background, and purpose.

Intel: This screen lets you access information on people and organizations you encounter during the campaign.

Roster: Here is where you can browse through the capabilities of all of your operatives and then select three of the most qualified for the current mission.

Kit Selection: This screen is where you outfit your team for the mission. While a default kit is already set up, you can change the uniform, weapons and equipment for each of your selected operatives.

Insertion: This screen is where you determine where each of your operatives will begin the mission.



Action

Once your planning is complete, the action phase is where you take control of one of the operatives and go through the mission to complete your objectives. Remember, your mission is to save the lives of the hostages. Consider their safety as well as that of your operatives.

During a campaign, you will receive a variety of different missions. For each mission, you will go through the same steps. As an example of mission planning, this section will take you through **Mission 1: Steel Wind**.

PLAYING THE GAME

Briefing

Once a mission has been assigned to you, go first to the Briefing Screen. Here you will receive your orders as well as the background to the mission.

Control offers the background to the mission. Here you can find out who the terrorists are and a little about the location and environment of the mission.

Command consists of John Clark. Also known as Rainbow Six, Mr. Clark is your commander. He will always offer advice about the mission.

Orders lists your objectives as well as further information on the situation. The objectives of this first mission are to rescue the ambassador as well as a staff member.

Note: if you are playing the Easy level, you need only rescue the ambassador.

Advisors are people brought in to provide additional information applicable to the mission. There are no Advisors for the first mission.

Cycle through the categories using the **Directional**, ✕ and △ **Buttons**.

To go to the next screen and each subsequent screen, press the △ **Button** to the menu bar across the top and then press the ✕ **Button**.

Intel

After going over the purpose of your mission, it is a good idea to go to the Intel Screen and get extra information that may pertain to the mission. There are four categories under Intel.

The first category, "People," lists individuals involved in the mission in some way. In the example, John Clark is the only person on the list and selecting him will bring up his bio.

"Organizations" lists companies, terrorist groups and so forth. In the example, Free Europe is the terrorist group in the embassy.

Finally, the "Miscellaneous" section contains any additional information. In the example, this section provides background information on the European Union.

Cycle through the categories using the **Directional**, ✕ and △ **Buttons**.

Roster

When you have learned all you need to about the mission, it is time to get the ball rolling. At the Roster Screen, you can look at the dossiers of all of your operatives and then select three of them for the current mission. Each operative is rated for health and five skills. All of these are used during the mission. Next to the health and skills are bar graphs. The longer the bar, the healthier or better the operative is at that skill. Here are the roles each skill plays in the game.

Health: At the beginning of the campaign, all operatives have a maximum health rating. However, as they become wounded or killed during missions, their health bar decreases. Lowered health can decrease the operative's accuracy with firearms. This will affect your ability to complete the mission. An operative's health will improve if you let him sit out a mission.

Demolitions: This skill determines the time it takes an operative to place a door charge as well as to disarm a bomb. The higher the level, the quicker the job is accomplished. This skill also affects how many shotgun blasts it takes an

operative to breach a door. A demolitions kit will augment this skill.

Electronics: This skill affects the speed at which operatives can place bugs, pick locks and bypass security systems. An electronics kit or a lockpick kit will augment this skill, depending on the action.

Firearms: This skill is used to determine the accuracy of the operative for all weapons. The targeting reticule reflects this. The targeting reticule illustrates the spread of the weapon. The smaller the reticule, the more accurate the fire. The reticule will grow as the operative moves or turns. The higher the firearms skill level, the quicker the reticule returns to its normal size. This skill also determines how quickly an operative will respond to his or her surroundings such as when being shot at.

Grenades: This skill is similar to the firearms skill except it determines the accuracy of all thrown weapons—namely frag grenades and flashbangs. This can be important in tight spots since you don't want a frag grenade bouncing back at you off of an object.

Stealth: This skill determines how much noise an operative makes while walking. While other factors also figure into the equation, the stealth skill is important. If you need an operative to be able to sneak up on the enemy, make sure they have a high stealth skill level.

To choose operatives for the mission, use the **Directional Buttons** to highlight one, press the ✕ **Button** to select him, then highlight the operative you want to replace and press the ✕ **Button** again. The new operative is now at the top of the screen, ready to go.

Kit

Now that you have your team selected, it is time to outfit them. The game will select a default kit for your team. However, you will often want to customize it. Move the **Directional Buttons** ⬆ or ⬇ to select an operative. Then move it to the ➡ to highlight one of the equipment boxes. Once a box is highlighted press the ✕ **Button**, then move the **Directional Buttons** ➡ or ⬅ to cycle through the options. Pressing the ✕ **Button** assigns the current kit to all team members. To assign the current kit to all the operatives, press the □ **Button** to highlight the "Assign to All" box, then press the ✕ **Button**.

Each team member carries a primary weapon (usually a submachine gun), a pistol as a backup weapon, some flashbangs and frag grenades or other equipment. They also carry a few spare magazines and wear a uniform with some type of body armor. You can select both primary and secondary weapons and then fill the two slots with additional magazines for your weapons, grenades, kits, door charges or heartbeat sensors. Finally, select an appropriate uniform. After choosing the right style, decide on how much body armor each operative will need for their role in the mission. For more information on this, see the **Weapons and Equipment** section later in this manual.

Insertion

The next step is to assign each operative an entry point for the mission. Use the **Directional Buttons**. ⬆ and ⬇ select the operatives while ➡ and ⬅ cycle through the entry points. Pressing the ○ **Button** brings up a picture of the entry.

When you are all set to start the mission, return to the menu bar at the top and press the ✕ **Button** to execute the mission.

ACTION PHASE

Controlling Your Operative

This phase is where you put your plan into action. You begin as the leader of Blue Team. There are three different controller configurations. This manual will refer to the first configuration for a Standard Controller. The **Directional Buttons** control your movement forward and back as well as turning to the right and left. Pressing the ○ **Button** while pressing ➡ or ⬅ makes your character strafe, or sidestep, in that direction. If you are using a different configuration or the Dual Shock analog controller, please refer to the controller set-up screen for controller configuration.

L1 Button acts as a shift button. This allows certain buttons to have two different actions assigned to them. The □ **Button** fires or uses the currently selected weapon. **L1 +** □ **Button** reloads the weapon. The △ **Button** makes your operative jump while the ✕ **Button** makes the operative crouch. Holding down **L1** while pressing these buttons cycles back and forth through your weapons.

L1 + ○ **Button** is used to operate things in the mission and to talk to hostages. Use this button to unlock and open or close doors, disarm bombs, press buttons, activate switches and so forth.

L2 Button toggles Autorun. When this is activated, your operative will run when give movement commands. When deactivated, the operative will walk cautiously and stealthily.

L1 + L2 Buttons activates Sniper Mode. This provides a zoomed in view of the area in front of your operative and is useful for targeting terrorists at a distance.

R1 and **R2 Buttons** make your operative look up and down respectively. **L1 + R2 Buttons** centers the view while **L1 + R1 Buttons** activates and deactivates the Night Vision Goggles.

ACTION PHASE

Pressing **SELECT** brings up the Map Screen. Use the **Directional Buttons** and the ✕ **Button** to cycle through and select the different options. The top two arrows allow you to switch between operatives. The next two arrows allow you to view other floors on the map. The "*i*" Information icon displays your mission objectives. The "Check Mark" icon exits the map screen. Use **R1** and **R2 Buttons** to zoom the map in and out. **L1** + the **Directional Buttons** scrolls the map. Press the ○ **Button** at any time to view the current operatives stats.

Pressing **START** brings up a menu. From here, you can Resume the mission, go to the Action Phase Game Options, or Abort the mission.

Action Phase Game Options

From this menu, you can configure the game to your preferences. Similar to the Options screen accessed from the Main Menu, this menu contains Controls, Screen Adjust and Vibration. However, here you can also choose Sound Options. This lets you set the volume levels for general Sound, Music, and Radio Chatter using the **Directional Button**.

ACTION PHASE

The Game Screen

The game screen contains important information to help you get through each mission.

Targeting Reticule: The four red lines in the center of the screen make up your targeting reticule. It shows the general area where your weapon is pointed. They show the spread area of your bullets. The closer together the lines, the more likely you will hit what they are centered on.

Several things affect the size of the targeting reticule. The better the firearms skill of the operative, the smaller the reticule will be. Actions such as moving, turning, and firing a weapon will increase the size of the reticule and reduce the accuracy. Wounds or viewing a flashbang can also increase the size of the reticule.

Operatives Displays: Along the bottom of the screen are displays of your operatives. Each box is color-coded for the corresponding operative and informs you of their current status via a heartbeat monitor. Green means okay, yellow wounded and red is dead.

Ammo for Current Weapon: Along the right side of the screen are two numbers. The top number lists how many rounds are loaded in the current magazine. The bottom number lists how many additional magazines you have for the current weapon. When the top number reaches zero, the weapon will not fire until the magazine is changed. It is a good idea to change magazines when the counter gets below half so you don't run out of ammo during a firefight.

Tips for Missions

During the course of the action phase, you control one operative at a time. When not controlling operatives, they will still defend themselves. However, it is a good idea to leave them in a secure position where they only have to worry about terrorists attacking from one angle.

It is always a good idea to check your Map often. Use Heartbeat Sensors to look ahead so you don't charge blindly into a room. Check out if any terrorists are inside first, then enter so your targeting reticule will be pointed right at them. When outside or in large areas, use Sniper View to make it easier to see the enemy and target them.

Learn to sidestep or strafe. This sideways movement is the best way to go around a corner. Before you get to the corner, turn and face the direction the corner turns, and while looking at the wall, sidestep towards the corner. If there is a terrorist around the corner, you will already be facing him and ready to shoot.

Flashbangs should be used anytime you have to enter a room containing terrorists. If possible throw is against a wall so the grenade bounces off it and out of your sight. This will prevent your operative from being stunned. As soon as the flashbang is thrown, immediately switch to your primary or secondary weapon and rush the room when it goes off. The terrorist will only remain stunned for a couple of seconds. Don't use Flashbangs if you are trying to stay quiet.

Frag Grenades are a great way to clear a room of terrorists. However, they will also kill the innocent, so don't use them in rooms containing hostages. Also, use caution when throwing them. If they hit an object, they may bounce back at you!

In many missions, it is important to stay quiet. Terrorists will react to gunfire by coming to see what is going on or even by killing a hostage. In most rescue missions, it is a good idea to carry silenced weapons.

WEAPONS AND EQUIPMENT

Rainbow Six allows you to equip your operatives with the latest weapons and gear. Different missions will have varying conditions and requirements, so always be sure to take along the appropriate kit.

Primary Weapons

For all missions, your primary weapon will be your main source of firepower. Select one that fits the role of each operative in the mission.

HK MP5A2: The preferred submachine gun of counter-terrorist operatives around the world, Heckler & Koch's MP5 is known for its reliability and accuracy, even when firing on full automatic.

HK MP5SD5: Terrorists throughout the world fear Heckler & Koch's MP5SD5. Its integral silencer is so effective that the report of the bullet is miniscule compared to the click of the bolt operating. RAINBOW uses the 9mm MP5SD5 whenever both accuracy and stealth are essential.

HK MP5K-PDW: Heckler & Koch's 9mm MP5K-PDW is a compact version of the classic MP5. Its folding stock and light weight make it an ideal choice when a full rifle or submachine gun is unmanageable and a handgun is a poor compromise.

CAR-15: A compact version of the M-16, CAR-15 is commonly used when the firepower of an assault rifle is needed, but the weight and size is not. It is commonly used by US and Israeli special forces.

M-16A2: When extra range or firepower is needed, RAINBOW turns to Colt's M-16A2. Tried and true, its 5.56 caliber easily pierces Level II body armor and has the longest range of any of RAINBOW's standard weapons.

Benelli M1: Whether used for door breaching or highly lethal close quarters combat, a good tactical shotgun is an essential part of all anti-terrorist teams. RAINBOW uses the Benelli M1 Tactical 12-Gauge, largely because its superb recoil characteristics enable a skilled operator to fire five rounds accurately in less than one second.

Secondary Weapons

Your secondary weapon is a pistol that can be silenced with an additional sound and flash suppressor. Pistols are usually used as a back up to the primary if it jams or runs out of ammo. However, you can also use it for silent shooting if your primary weapon does not have a suppressor.

Beretta 92FS: The Beretta Model 92FS is RAINBOW's 9mm pistol of choice. Its primary advantage is low recoil and a large magazine compared to the bulkier .45.

Beretta 92FSSD: The specially designed sound and flash suppressor on this Beretta Model 92FS minimizes weight and length to maintain accuracy while boasting an impressive 32dB of sound reduction. It is the favorite pistol of RAINBOW's recon specialists.

WEAPONS AND EQUIPMENT

HK .40 USP: Heckler & Koch's .40 caliber USP is a favorite among those desiring a balance between size and firepower.

HK .40 USPSD: This Knight Armament Corporation silencer provides excellent sound suppression to the HK .40 USP.

HK .45 Mark23: The extreme ruggedness, reliability, and match-grade accuracy of Heckler & Koch's .45 Caliber Mark23 ACP have made it the handgun of choice for all U.S. Special Forces.

HK .45 MarkSD: The specially designed sound and flash suppressor on this HK MK23 virtually eliminates muzzle flash and provides more than 35dB of sound reduction. An essential part of any RAINBOW mission requiring both firepower and discretion.

Equipment Slots

Each operative has two slots for additional gear. Equip each operative for their role in the mission.

Primary Mags: Extra magazines for your primary weapon. Good to carry if you plan on doing a lot of shooting.

Secondary Mags: Extra magazines for your secondary weapon.

Frag Grenades: The M61 fragmentation grenade is the standard issue offensive grenade used by infantry throughout the world. While its blast radius is small, an overhand throw is still necessary to safely clear the blast radius in the open.

Flashbangs: Capable of stunning observers with a combination bright flash and loud report, flashbangs are commonly tossed into rooms to 'prepare' rooms prior to entry. The valuable seconds gained while potential hostiles recover from the stun effects can mean the difference between life and death to a tactical team. Also known as distraction devices or stun grenades.

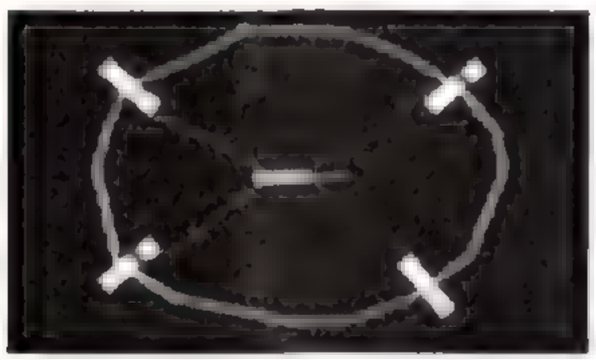
WEAPONS AND EQUIPMENT

Heartbeat Sensor: The Heartbeat Sensor is capable of tracking a human heartbeat even through thick layers of concrete. It works by detecting the characteristic ultra-low-frequency electric field given off by a beating heart.

Lockpick Kit: This kit speeds the picking of locks. Its primary component is a highly sophisticated auto-pick capable of opening most mechanical locks in a few seconds. Electrical keycard or swipe locks are handled using a classified system containing presets for all major keycard variations.

Electronics Kit: This kit speeds up placing bugs and related electrical tasks. It contains a high precision multimeter, miniature power supplies, a breadboard, and digital analyzer. A full complement of jumpers, clips, and miscellaneous electrical parts rounds out the kit.

Demolitions Kit: This kit speeds both the placing and disarming of explosives. It contains basic electrical diagnostic equipment along with the essential mechanical tools needed to perform the job. Extra primer, detcord, and a variety of adhesives complete the kit.



Door Charges: Breaching charges are used to explosively remove doors for rapid entry. Flashbangs do not need to be used in conjunction with a breaching charge as they stun, wound, or even kill anyone nearby.

Uniforms

Choosing the correct uniform is just as important as choosing your weapons. Each mission takes place in different terrain and lighting conditions. In addition, some operatives will need more protection than others. For example, recon operatives will favor a light uniform while those breaching will need a heavy uniform. There are several uniforms from which to choose in Rainbow Six. They come in several different styles and each style is available in three classes.

Light: This class is perfect for nighttime missions and recon specialists. It consists of a lightweight Level IIa tactical vest capable of stopping low-powered pistol rounds and is rounded out with the standard soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves.

Medium: This class consists of a Level II waist-length tactical vest and a Kevlar Helmet, soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves. The vest is capable of stopping most pistol fire, and some submachine gun fire as well.

WEAPONS AND EQUIPMENT

Heavy: This class consists of Level III body armor extending to the groin and is capable of stopping all but the most high-powered of rifle rounds. This is the preferred uniform of demolitions experts, as the faceplate on the Kevlar helmet offers excellent protection from flying debris. The Desert, Camo and Woods heavy uniforms do not include the helmet with faceplate and the body armor extends only to the waist since these uniforms are mainly used on outdoor missions.

RAINBOW uses seven different uniform patterns. Each is specially designed for a specific environment or lighting condition.

Desert: This desert camo uniform is used for desert operations and is issued to RAINBOW operatives for desert type operations.

Black: This black uniform is perfect for nighttime missions.

Tan: This tan uniform is perfect for hot desert missions.

Camo: This uniform is used for jungle operations. Usually used in Central and South America and Africa.

WEAPONS AND EQUIPMENT

HRT: This grey uniform is the standard used for urban operations.

Street: This street camo uniform is RAINBOW's alternative choice for urban assault operations.

Wood: This uniform is used for operations in forests and rural areas. Usually used in European and North American operations. The woodland uniforms are a personal favorite of Santiago Arnavisca.

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